PlayStation
NTSC U/C
PlayStation
BLOODY ROAR™
Unleash the beast within.
TEEN
T
AGES 13+
CONTENT RATED BY ESRB
SCUS-94199
94199
SONY
COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

This compact disc is intended for use only with the PlayStation game console.
Do not bend it, crush it or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional rest break during extended play.
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Bloody Roar™ Tips and Hints

PlayStation™ Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
$0.95/ min. auto hints, $1.40/ min. live, $6.95 - $16.95 for tips by mail, $5.00 - $20.00 for card recharge

Within Canada: **1-900-451-5757**
$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support
1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

PlayStation Online **www.playstation.com**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.

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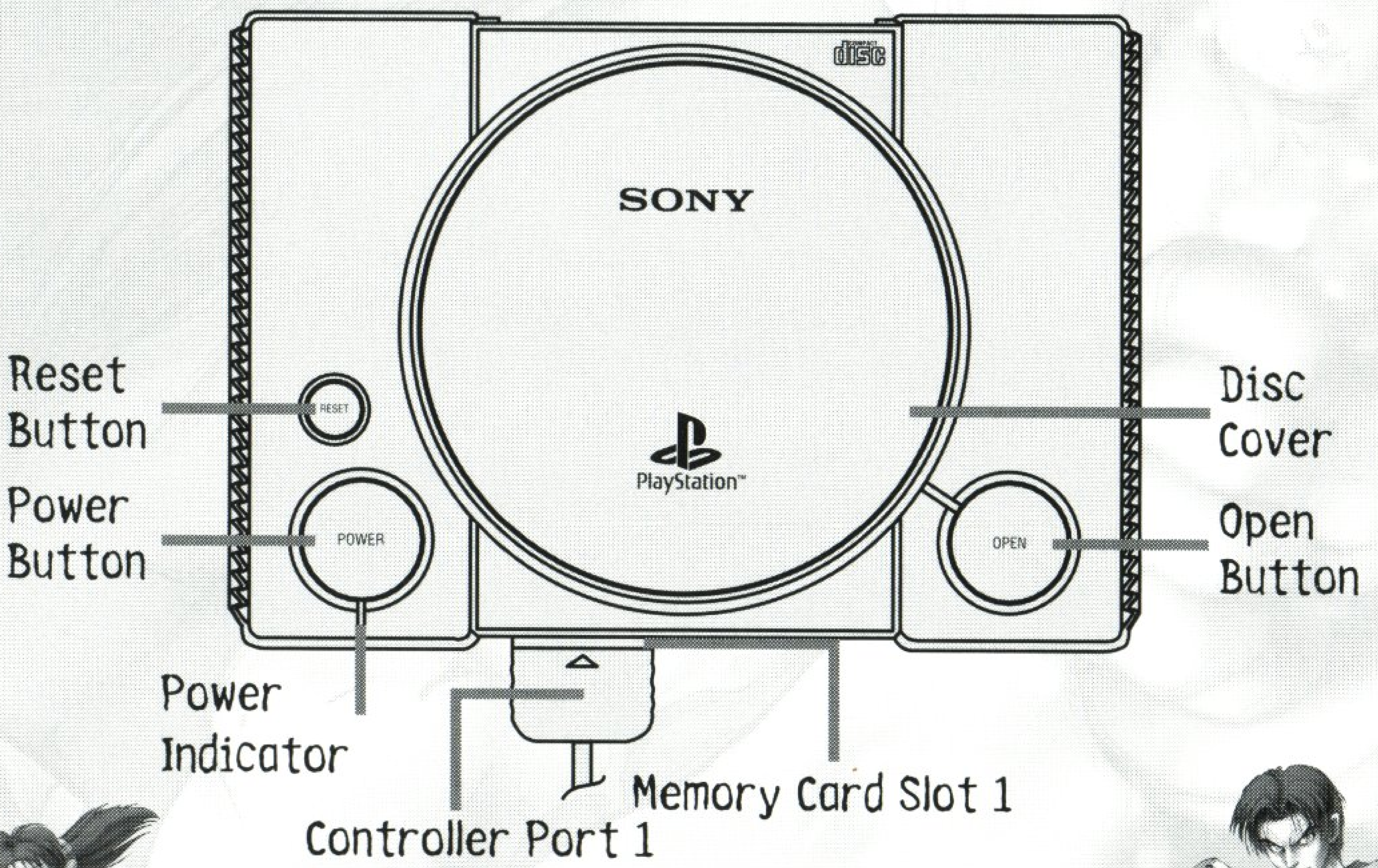
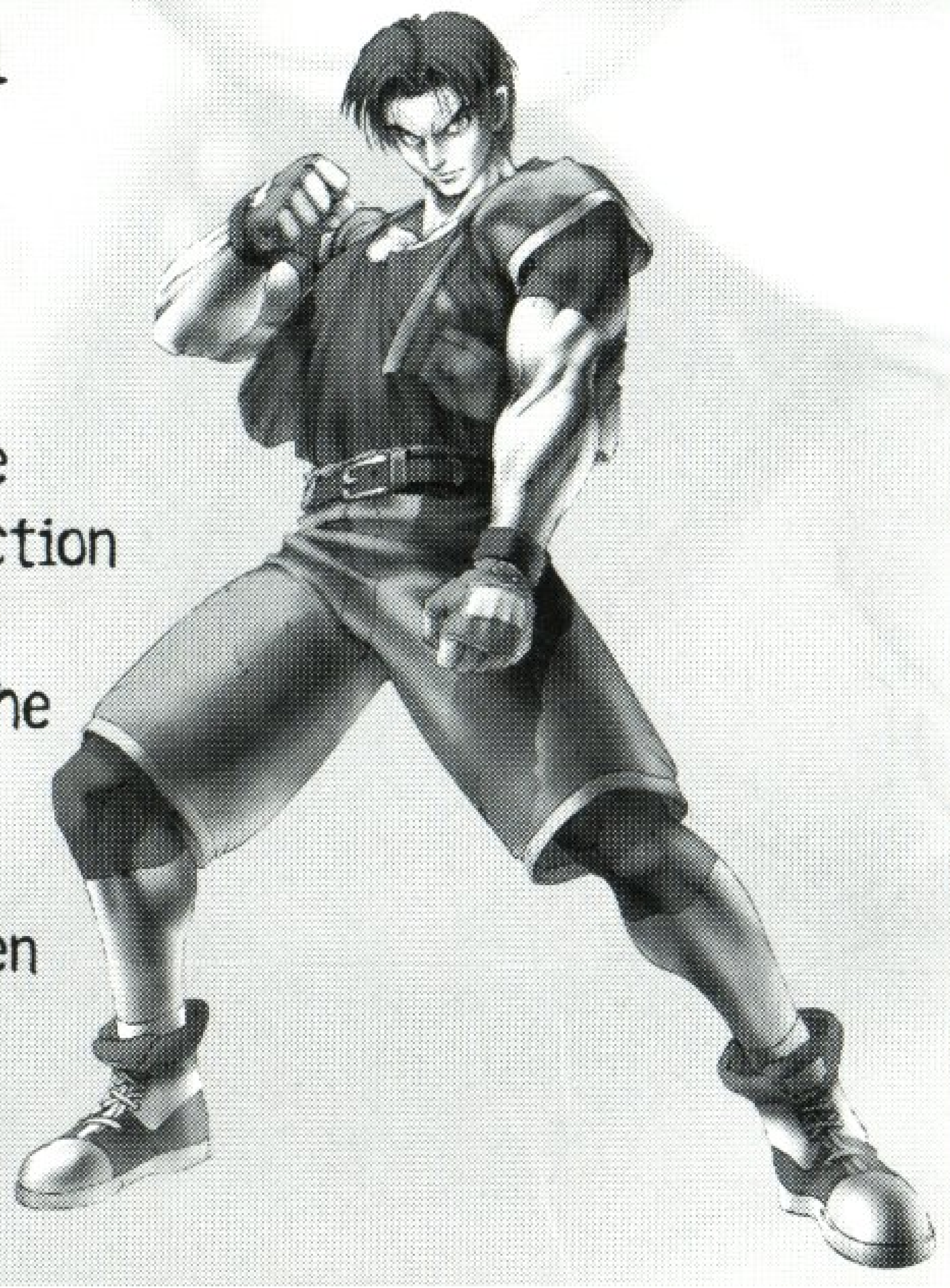
ESRB RATING This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

GETTING STARTED



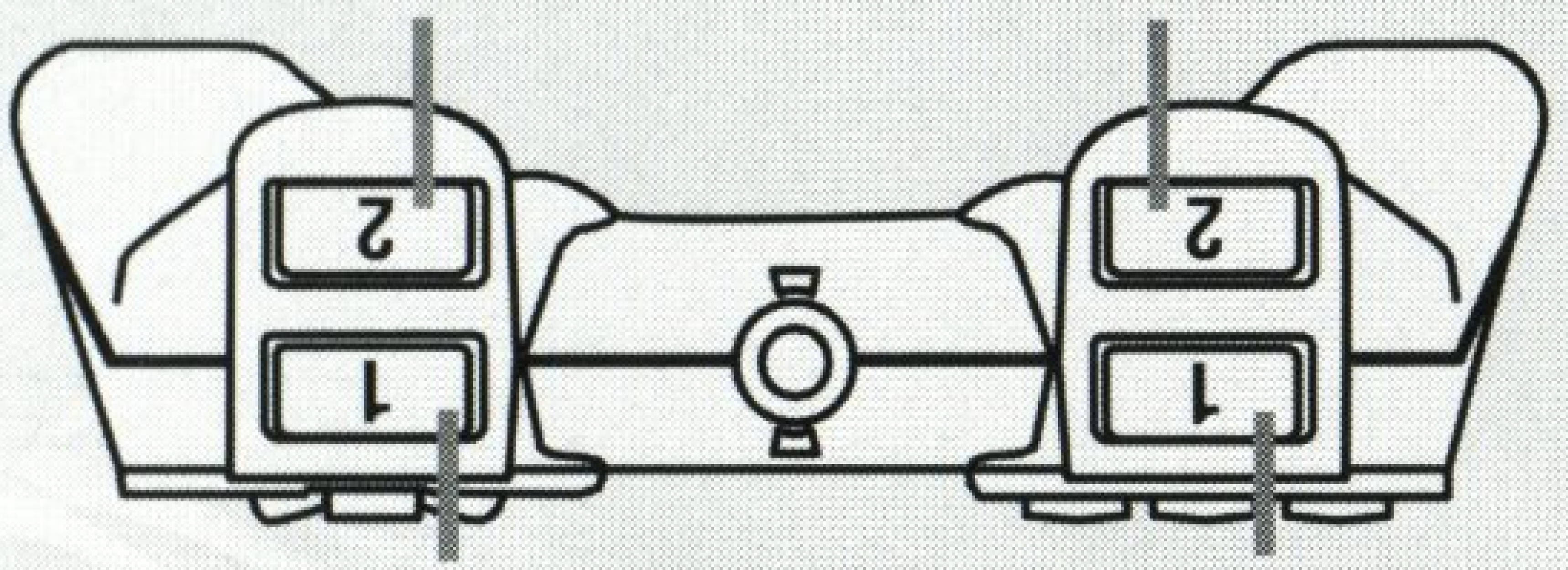


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Bloody Roar™ disc and close the CD door. Insert game controller(s) and turn on the PlayStation™ game console. Follow on-screen instructions to Start the game.

CONTROLS

L2 BUTTON
Not Used.

R2 BUTTON
Not Used.

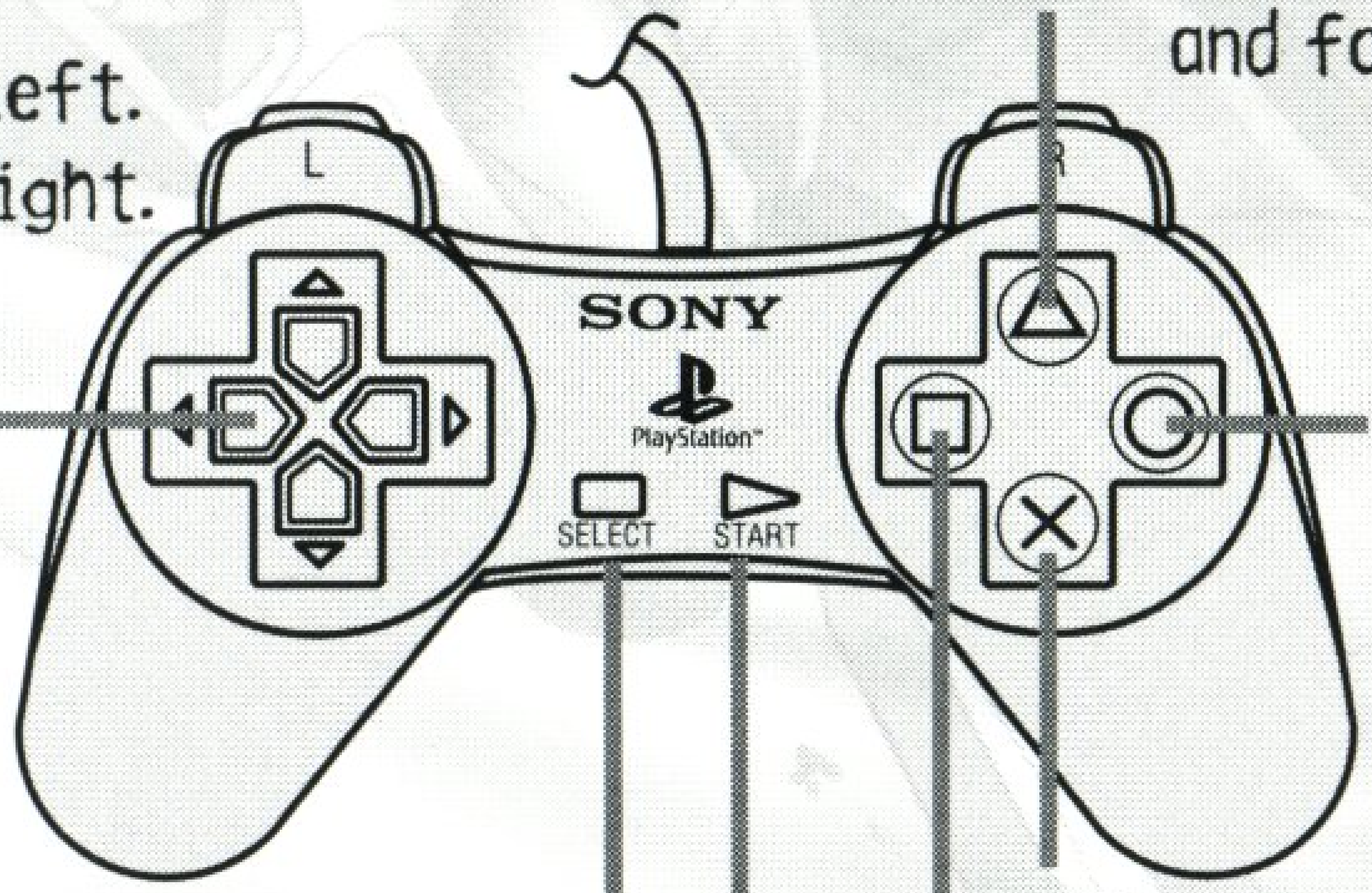


L1 BUTTON
Not Used.

R1 BUTTON
Cancels dashes, or quick forward moves.

DIRECTIONAL BUTTONS
↑ : Jump.
↓ : Crouch.
← : Move Character Left.
→ : Move CharacterRight.

△ BUTTON
RAVE (Only in Beast Form and for RAVE ON Mode).



○ BUTTON
Morph into Beast;
allows use of beast attacks.

SELECT BUTTON
Cancel.

START BUTTON
Confirm a command, or pause.

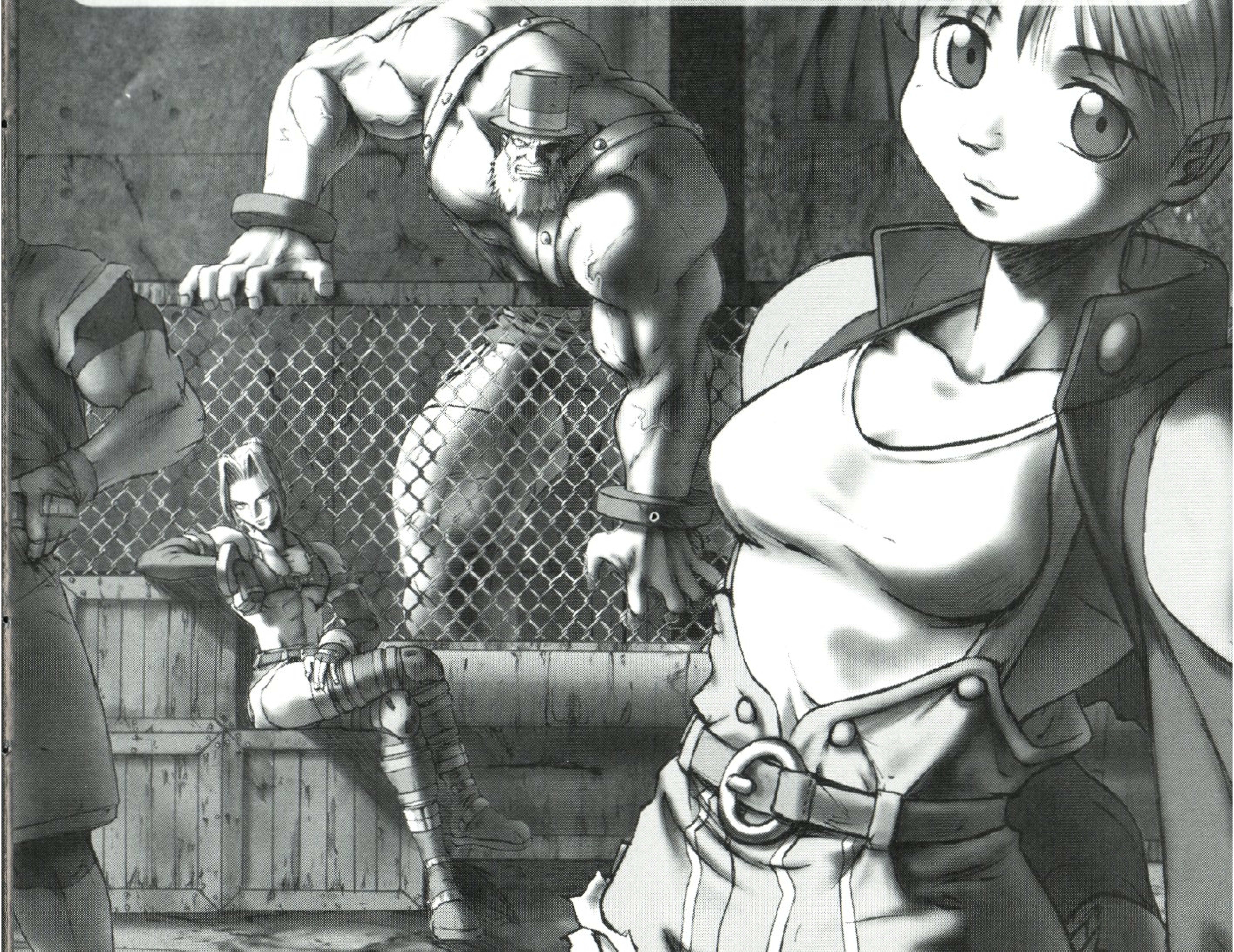
✕ BUTTON
Kick.

□ BUTTON
Punch.

□ + ✕ = Throw.

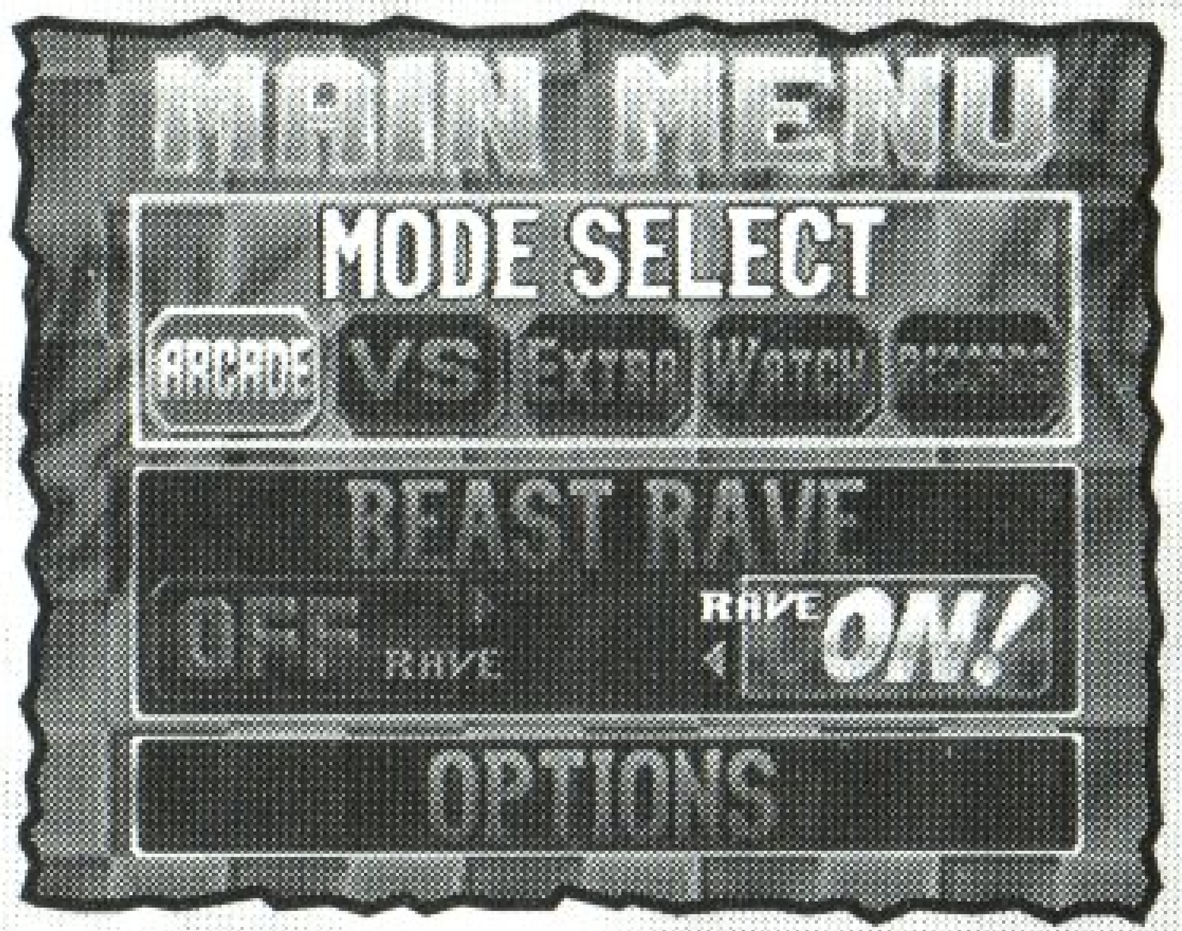
Note : The functions above are the default settings assuming the character is facing Right on the screen. However, the settings can be personalized according to each player's preference.

As the 20th century draws to a close, the world is filled with darkness and fear. Eight mysterious warriors appear, all displaying superhuman strength, astounding athletic ability and the power to morph into raging, half-human beasts! Tigers, wolves, wild boars – will mankind depend on the claws, fangs and cunning of savage beasts to bring the world safely into the next millennium?



STARTING PLAY

MAIN MENU



MODE SELECT – Select from five game modes. Use the Direction Buttons to select, and confirm your choice by pressing the ⊗ Button.

BEAST RAVE – Use the Direction Buttons to select BEAST RAVE ON or OFF.

OPTIONS – OPTIONS allows you to set your preferences for the game. Select OPTIONS using the Direction Buttons, and press the ⊗ Button for the Options screen.

GAME MODES

ARCADE – One player vs. the computer. Use the Direction Buttons to select a character, and confirm your selection with the ◉ Button. The computer will choose your opponent. Then prepare for battle.

VS – For two players. Each player selects their own character by pressing the ◉ Button. Before selecting your character(s), you may choose one of eight stages using the Direction Buttons. You may also set handicaps by using the Direction Buttons to change your life energy ranging from 60% – 140%.

EXTRA – These are extra modes for single player matches.

- **TIME ATTACK** – Single bout. Compete for the shortest finishing time.
- **SURVIVAL** – Single bout. In this mode, characters do not fully recover their life energy between rounds.
- **PRACTICE** – You select your opponent's movements. Perfect for practicing combo techniques!

WATCH – Watch a match between characters controlled by the computer. You can adjust the difficulty levels to view the more difficult move executions.

STARTING PLAY

RECORDS – View the rankings in each mode. Names that have been entered in the [NAMING] feature will automatically be displayed.

NAMING – The player can register up to three letters. Once registered, the player's ranking is automatically shown on the screen. To register, use the Direction Buttons to select and the ⊗ Button to enter.

SETTING OPTIONS – The OPTIONS selection in the MAIN MENU is used for setting various game configurations. Select items by pressing UP or DOWN and change items by pressing the Direction Buttons LEFT or RIGHT. After setting all the desired items, press the △ Button to return to the MAIN MENU screen.

GAME OPTIONS

CHARACTER TYPE – Selects the style (NORMAL, BIG HEAD or KIDS) of the character.

DIFFICULTY – Selects the degree of difficulty of the computer opponent from 1 to 8 (8 being the most difficult).

ATTACK LEVEL – Sets the attack capacities.

TIME LIMIT – Sets the time duration for each round.

MATCH POINT COMPUTER – Sets the number of rounds required to win in one-player mode.

MATCH POINT HUMAN – Sets the number of rounds required to win in two-player mode.

BLOOD EFFECT – Turns the blood effects ON or OFF.

WALL DESTRUCTION – Sets the wall destruction ability.

- **ON** : Walls are destructible.
- **OFF** : Walls are indestructible.
- **FINAL** : Walls are destructible only in the final round.

CONTROLLER CONFIG – Sets the optional button settings.

SELECT TYPE – Sets the artwork type for the character selection screen.

STARTING PLAY

CHARACTER CHANGE AT CONTINUE –

ON : The character can be changed during the continue mode.

OFF : The character cannot be changed during the continue mode.

DEFAULT – Re-initializes all of the original settings.

EXIT – Exits the game's Option screen.

SOUND OPTIONS

OUTPUT SELECT – Sets Stereo or Monaural sound.
BGM SELECT – Selects the background music.
MASTER VOLUME – Sets the overall volume.
BGM VOLUME – Sets the volume of the background music.
BGM PLAYER – Plays the background music.
SFX TYPE – Sets the type of sound effects.
SFX PLAYER – Plays the sound effects in the game.
EXIT – Returns to the previous screen.

MEMORY CARD

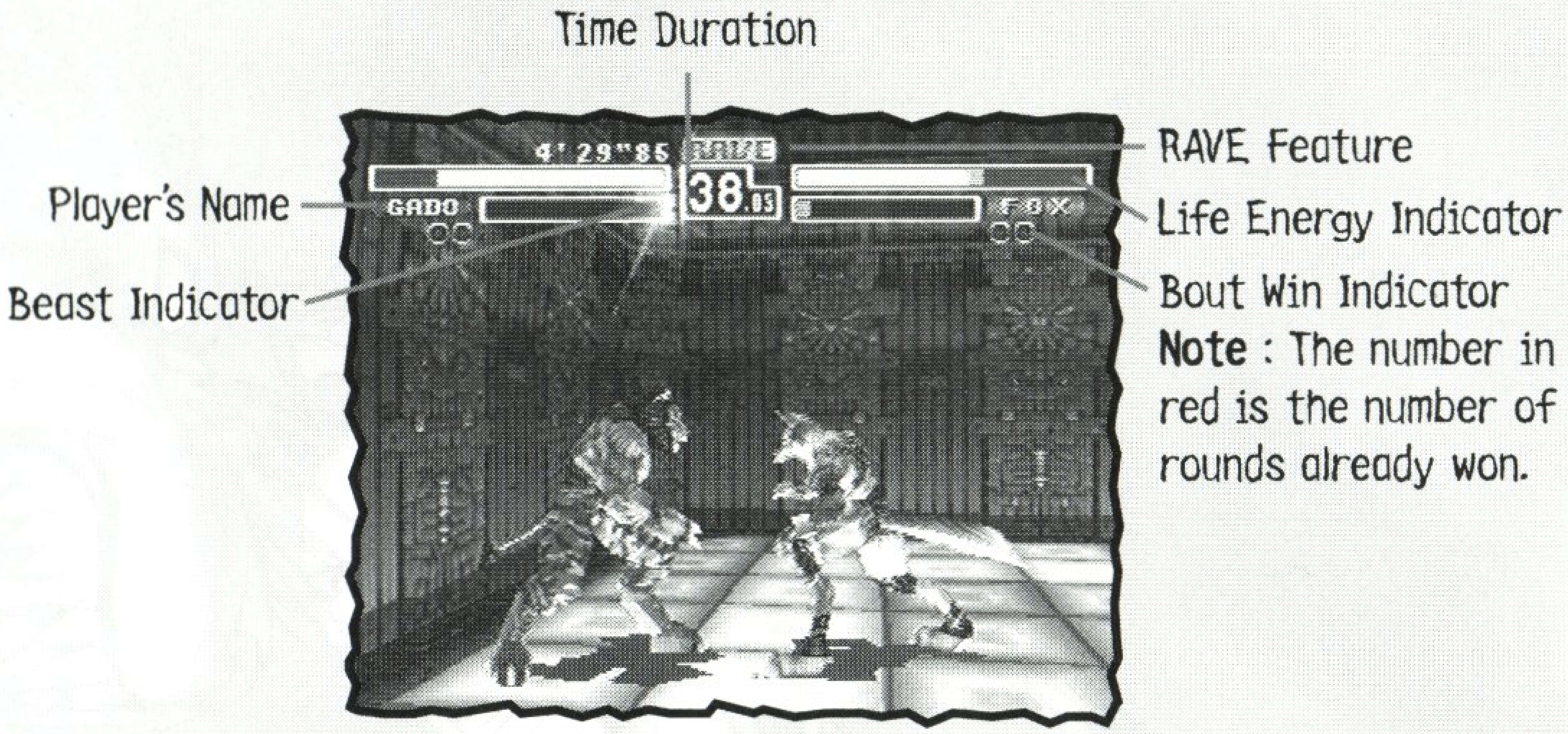
AUTO SAVE – **ON** : Automatically saves high scores, game settings, etc. **OFF** : Disables the Auto Save function.
LOAD – Loads a saved game from the Memory Card.
SAVE – Saves a game to a Memory Card.

* Please note that Memory Cards may only be inserted in slot 1 to Save or Load a game.
* If you turn ON the game with a Memory Card containing a previously saved Bloody Roar™ game, that game will be loaded.

ART GALLERY – View character design sketches.

BONUS MODE – If you finish the game under certain conditions in the ARCADE mode, you will unlock secret commands.

FIGHTING SCREEN



Note : The number in red is the number of rounds already won.

GUARD SYSTEM

Use the Guard function by pressing Direction Buttons LEFT (assuming your character is facing right) or DOWN. It is also possible to guard while in the air after jumping.

High Guard : ← or Neutral (where the Auto-Guard is activated)
Low Guard : ↓ or ↙
In-Air Guard : ← or Neutral position while in the air (It is not possible to use this technique after doing a safe fall.)

Guard Escape – This function is used while Guarding. Immediately after using the Guard function, press UP on the Direction Buttons to make your character quickly sidestep the opponent.

Safe-Falling = ⊗ + ▣ Buttons
Avoid taking further damage by using the safe-fall function when you are thrown in the air.

BEAST SYSTEM

Both players have a set amount of energy – used to change into a Beast – at the beginning of each stage. Player(s) may morph anytime after the letter "B" shows up in the Beast indicator.

CHANGES IN THE BEAST INDICATOR

The indicator appears blue when storing the energy needed for morphing. When it is fully charged, the word BEAST appears, and the character may change into a Beast by pressing the ◉ Button.

While in Beast Mode, the indicator is yellow. The yellow area decreases according to damage suffered by the Beast. It does not recharge during that round. When the yellow indicator reaches zero, the Beast Mode is not negated until the Beast is hit with an effective technique.

FIGHTING IN BEAST MODE

Characters experience the following power-ups when fighting in Beast Mode:

- The number of moves available by using the ◉ Button increases.
- Flotation amount changes.
- Characters become heavier.
- Life energy recovers – characters can recover up to 3% of damage when in Beast Mode. However, your life energy does not recover when you are guarding or taking damage.
- Jumping ability increases – This enables in-air attacks and moves. You may also use the walls as part of an attack.

COMMANDS IN PAUSE MODE

ARCADE, VS, SURVIVAL, TIME ATTACK MODES

If you select KEY CONFIG while the game is paused during any of these modes, you can change the setting of the buttons in the middle of the round.

WATCH

Selecting CHARACTER CHANGE changes the fighting characters in this mode.

PRACTICE

(COM. ACTION) Chooses movements in the computer mode.
(KEYDISPLAY) Shows which buttons were inputted.
(ACTION DATA) Displays action data.
(BEAST MODE) Switches the beast mode ON and OFF.
(BEAST RAVE) Switches the RAVE mode ON and OFF.
(KEY CONFIG.) Sets the controller button functions.
(CHARACTER CHANGE) Selects another character.
(RESET) Resets and goes back to the title screen.

CONTINUE THE GAME

When the bout is over, the word CONTINUE appears on screen. You can continue the game by pressing the Start Button before the indicator reaches zero. After pressing the button, a screen appears for choosing the characters. When CHARACTER CHANGE is ON, you can choose a different character for the new round. If the CONTINUE indicator reaches zero, the game is over.

YUGO

Age : 17
Sex : Male
Nationality : Japanese

YUGO

WOLF

This young man steadfastly pursues his quest to uncover the circumstances of his father's death. His father, Yuji Ohgami, took part in battles in various parts of the world as a skilled mercenary, and is said to have died in combat in some South American country. Yugo picks up the shadowy trail of the multinational Tylon Corporation and quickly gets wrapped up in major intrigue! He also seeks the mercenary Gado, who is suspected as the sole survivor of Yuji's combat unit.

YUGO BASIC MOVES

Tornado Uppercut	→, → + □
Diving Kick	(while jumping) → + ⊗
Flip Throw	□ + ⊗
Knee Blast	↓ + □ + ⊗
Moonlight	↓↘ → + ⊗

YUGO COMBO MOVES

1-2 Lead Body	□ □, → + □
Combo Extra	□ □ □ ⊗
Triple Knuckle Combo	← + □, ← + □, ← + □
Low Jack Knife	→, → + ⊗, ↓ + ⊗
Elbow Strike Second	↓↘ → + □, → + □

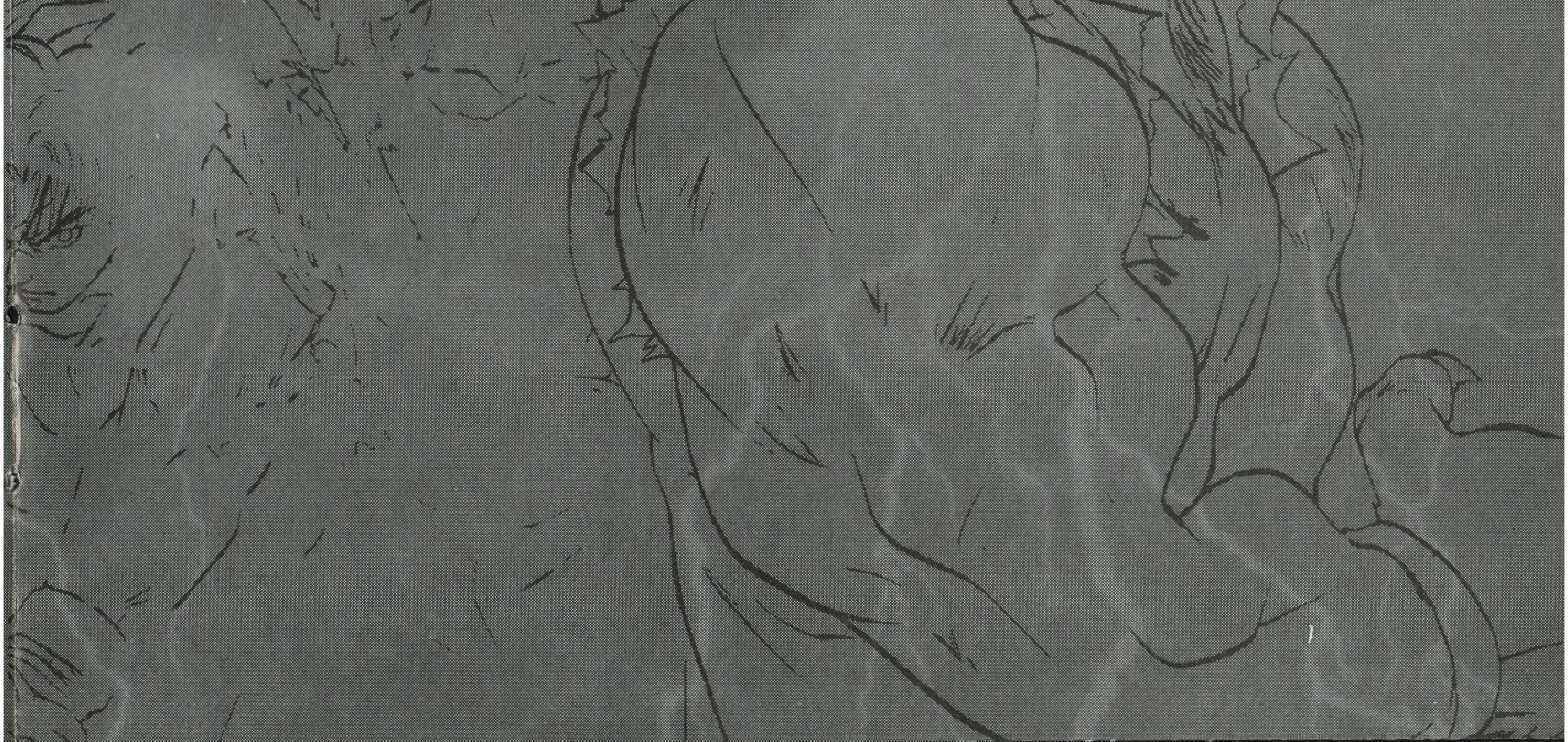
YUGO

BEAST MOVES

Arc Wrist	→, → + ○
Spinning Claw	(while crouching) ○
Heel Dive	(when opponent is down) ↑ + □ or ⊗ or ○
Bloody Fangs	□ + ⊗
Flying Beserk	↓ ↙ ← + ○

BEAST COMBO MOVES

Slash Dive	○, → + ○
Combo Crescent	○ □ □ □, ↓ + ○
Gale Attack Combo	○ □ ⊗
Gale Attack Kick	○ □ ⊗ ⊗
Meteor Crash	↓ ↙ ← + ○, □ or ⊗ or ○ (near and with back to wall)



GADO

Age : 43
Sex : Male
Nationality : French

Gado is a professional mercenary and military genius. His life was once filled with glory and the blood of his foes. But everything changed when he took part in a mission with his best friend, Yuji, some years ago. His union of armies was crushed by a combined force of superior zoanthropes and a hostile army that appeared out of nowhere, armed to the teeth. Gado, who was seriously injured and lost sight in one eye, has thrown himself into battle in search of his missing friend, Yuji, and to discover the identity of the enemy. His lone struggles against the lurking evil form the backdrop of his existence.

GADO BASIC MOVES

Landing Charge	(while landing from a jump) ↓ + □
Pressure Bomb	(when opponent is down) ↓ + □
Needle Launch	→ + ⊗
Knee Drive	→, → + ⊗
Brain Buster	□ + ⊗

GADO COMBO MOVES

Shotgun Combination Fire	□ □, → + □
Spinning Strike	← + □, □
Trooper Combo	⊗ ⊗ ⊗
Heat Blaster	⊗, ← + □
Heat Capture Middle Kick	↓↘ → + □ (when hit), ⊗

GADO

BEAST MOVES

Nail Spear	→ + ○
Nail Sweep	↓ + ○
Hellís Fangs	□ + ✕
Demolition Fang	↓ ↘ → + ○
Rising Razor	↓ ↙ ← + ○

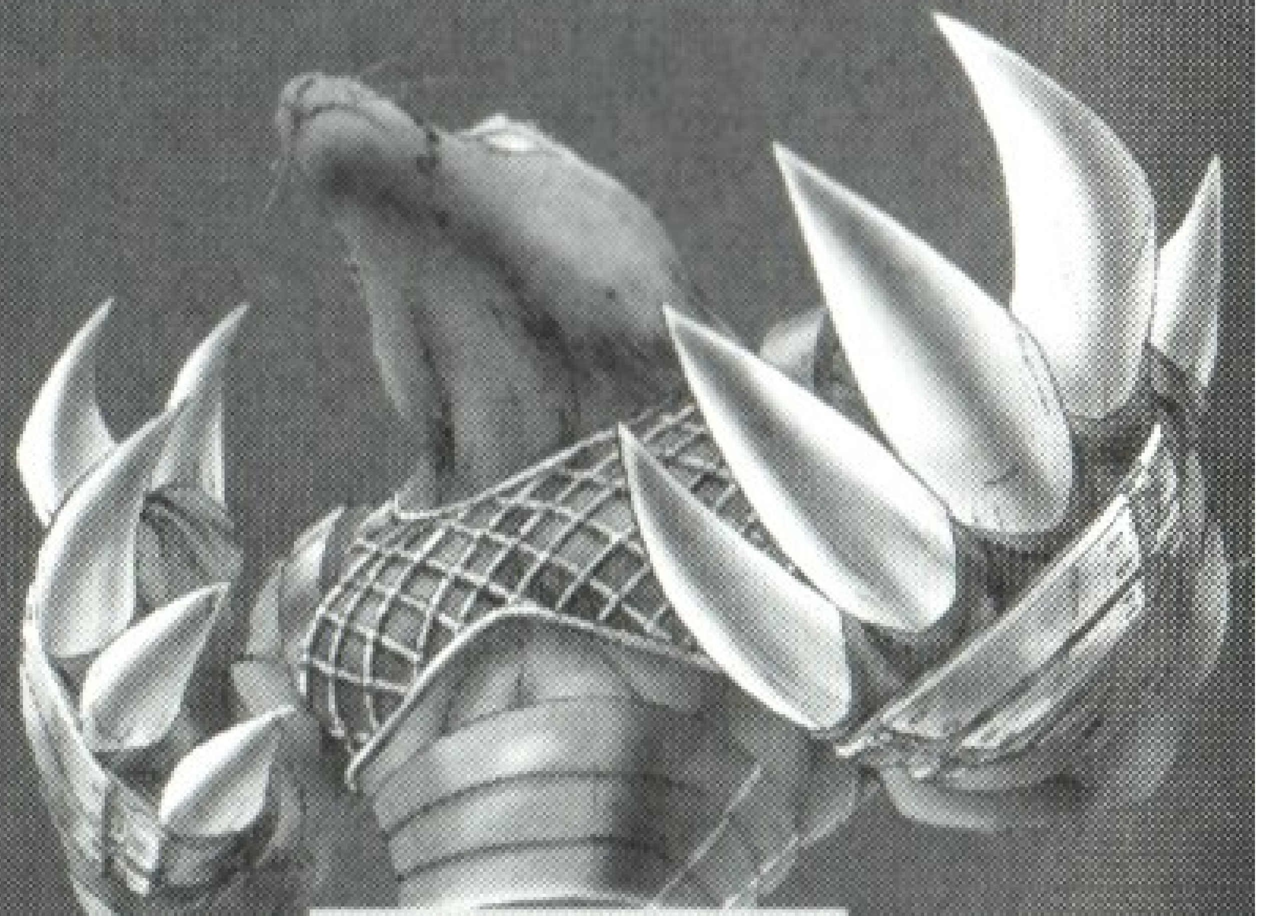
BEAST COMBO MOVES

Bloody Rage	↘ + ○, ↓ ↘ → + ○
Heat Blaster Double Claw	✕, ← + □, □ ○ ○
Heat Blast Grand Launcher	✕, ← + □, □ ○, → + ✕, ↓ + ✕
Shotgun Scratch	□ □, ↓ + ○
Darkness Scratch	↘ + □, → + ○, ↓ + ○

BAKURYU

BAKURYU

Age : unknown (around 60)
Sex : Male
Nationality : Japanese



MOLE

A self-styled master of the traditional ninja arts, his personal details – from real name to nationality to age – are veiled in secrecy. He has made everything about his existence a complete mystery. He is expert at assassination, approaching with silent steps and killing in an instant. He is, therefore, a ninja of the present age who strikes terror in the hearts of many. Furthermore, since he has enlisted in the infamous underworld Organization, his skills in the lethal arts have progressed beyond those of a mere human. It is said that you may as well make immediate funeral preparations when your name turns up on his hit list. As an Organization point man, he is in charge of sabotage and the abduction of zoanthropes for experiments.

BAKURYU BASIC MOVES

Streaming Shadow Sword	↘ + □
Eye Smash	(when opponent is behind) □
Wind Cutting Kick	→, → + ⊗
Smoke Bomb	↓↘ → + ⊗
Smoke Spin Kick	↓↙ ← + ⊗

BAKURYU COMBO MOVES

Spin Streaming Shadow Sword	□ □ □ □, → + □
Falling Hammer Half Moon Shadow Kick	□ ⊗ ⊗, → + ⊗, ← + ⊗, ↑ + □
Floating Shadow	↘ + □, □
Floating Hammer Circle Moon Kick	⊗ ⊗, ← + ⊗
Gale Crescent Moon Drop	→, → + ⊗, ⊗ ⊗

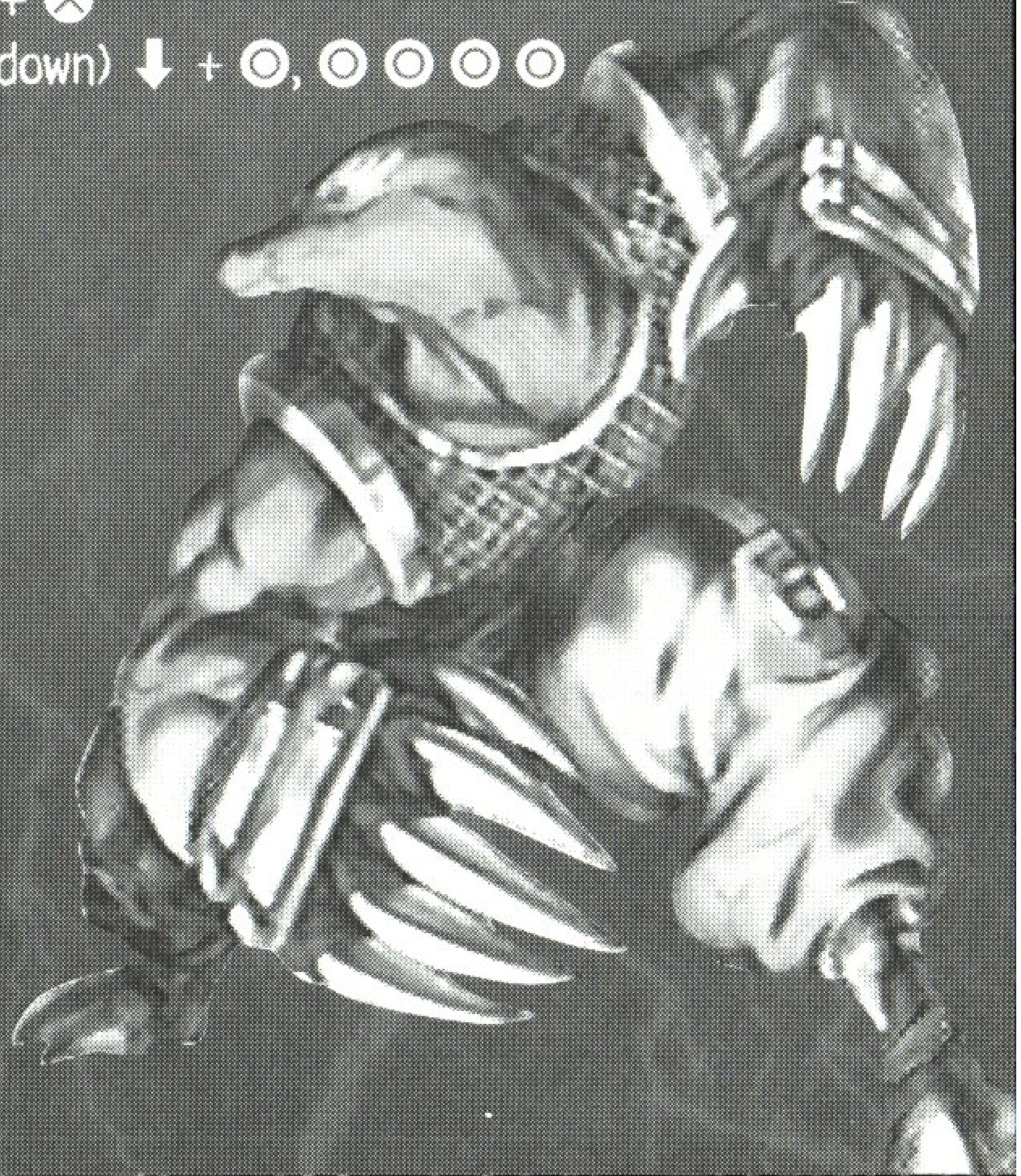
BAKURYU

BEAST MOVES

Shadow Cutting Strike	← + ◎
Twin Poisonous Blow	→, → + ◎
Ultimate Dragon Wrap	(when next to opponent) ▣ + ⊗
Ultimate Head Strike	↓↘ → + ◎
Slap to the Heavens	↓↙ ← + ◎

BEAST COMBO MOVES

Claw Spin Kick Combo	◎, ↓ + ◎
Thrush Combo	→ + ◎
Poison	→ + ◎, ⊗
Poison Falling Hammer Circle Moon Kick	→ + ◎, ⊗ ⊗, → + ⊗
Bone Slash	(when opponent is down) ↓ + ◎, ◎ ◎ ◎ ◎



MITSUKO

Age : 39
Sex : Female
Nationality : Japanese

MITSUKO

WILD BOAR

Mitsuko suffered the tragedy of becoming entangled in some sort of conspiracy. As an everyday housewife – that's what she considers herself, notwithstanding her massive body and generous nature – she led a quiet life. But this harmony was shattered when her lovely daughter disappeared. She and her daughter are of zoanthrope stock. After her daughter was abducted, she went on a quest to find her, the only clue being the kidnapper's steely eyes and insanely sardonic grin.

MITSUKO BASIC MOVES

Hell's Drop	→ + □
Awakening Punch	(when opponent is down) ↓ + □
Fighting Kick	→, → + ⊗
Power Bomb	(opponent crouching) ↓ + □ + ⊗
Scissors Throw	↓↘ → + ⊗

MITSUKO COMBO MOVES

Side Hip Attack	□ □ ⊗
Face & Body Basher	□ ⊗ □
Fall to Hell	→ + □, → + ⊗, ⊗
From Top to Bottom	↙ + □, □
Crying Benkei	↘ + ⊗, ↘ + ⊗, ↘ + ⊗

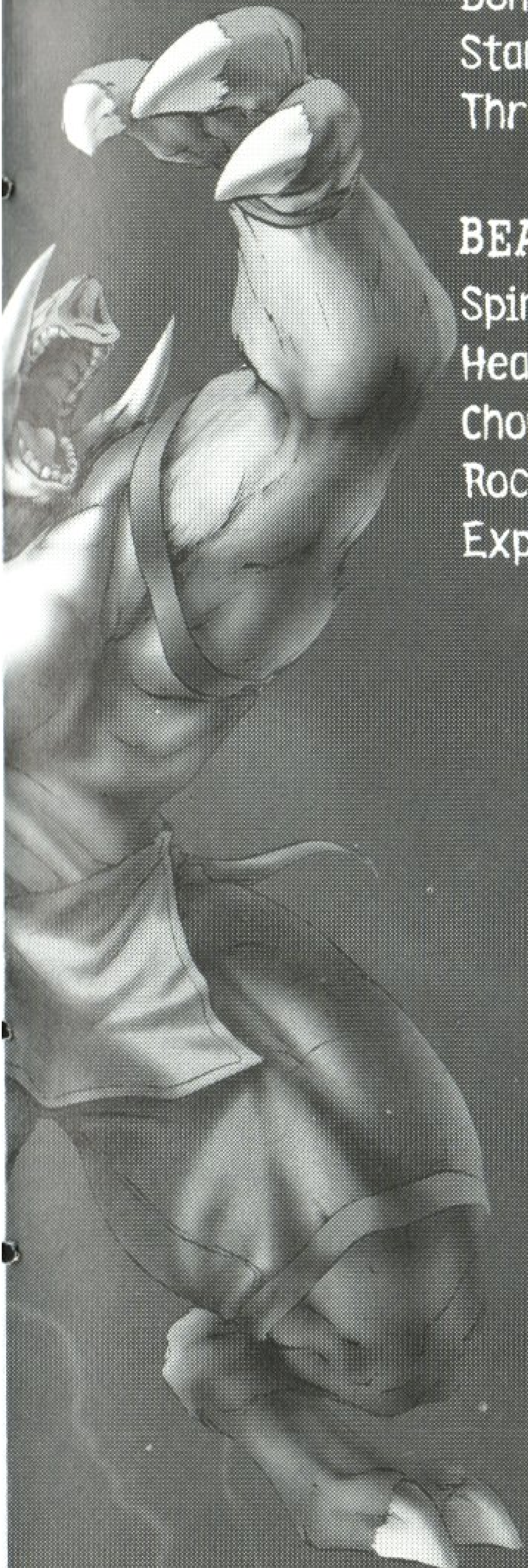
MITSUKO

BEAST MOVES

Head Crash	← + ○
Sudden Death	→, → + ○
Bone Breaker	□ + ×
Stampede	↓ ↘ → + ○
Thrust	↓ ↙ ← + ○

BEAST COMBO MOVES

Spinning Triple	○ ○, → + ○
Headbutt to Hell	○ ○, ↓ + ○, ↓ + ○, ↑ + ○
Chop Head Two Sets	□ □ ○ ○
Rocket Special	□ □ ○ ○, ↓ + ○, ○
Exploding Stampede	↓ ↙ ← + ○ (10 times)



LONG

Age : 26
Sex : Male
Nationality : Chinese

A solitary man, Long curses his fate and his zoanthrope blood. When he was a child, his mother and younger sister died one after the other. Neglected by his workaholic father, Long ran away from home. After this, his great skills in the martial arts and powers as a zoanthrope brought him recognition, and he was enlisted by an underworld assassination unit. His ability to kill in an instant using no weapons earned him the reputation of a top assassin.

LONG BASIC MOVES

Tiger Crouch Punch	← + □
Elbow Thrust	→, → + □
Ground Breaker	(when opponent is down) ↓ + □
Outer Gate	↓ ↙ ← + □
Shadowless Kick	↓ ↙ ← + ✕

LONG COMBO MOVES

Punch Kick Combo	□ ✕
6 Level Combo Moves	Is possible to string with 6 level End Combos
Open Punch	□ leads to ↓ + ✕ or → + ✕
Right Side Kick	✕ leads to →+ □ or ↓ + □
Destructive Fist	→ + □, leads to ✕ or ↓ + ✕
Sun Moon Grip	↓ + □, leads to ✕ or → + ✕
Sword Kick	↓ + ✕, leads to □ or → + □

May start 6 Level Combo Moves from any level.
Proceeds forward in a single direction. Same moves may not be used.

LONG

May end with 6 Level Combo End move from any level.

6 Level Combo End

The □ ⊗, ⬇ + ⊗ moves may not use the ⬅ + ⊗ and the ⬅ + □ move.

Turning Leg Combo	⬅ + ⊗
Half Moon Blade	➡, ➡ + ⊗
Forward Sweep Illusion	⬇, ⬇ + ⊗
Combo Back Canon Move	⬇, ⬇ + □
Combo Forward Canon Move	➡, ➡ + □
Destructive Fist Whip Combo	□ □, ➡ + □ (to 6 Level Combo Move ➡ + □)
Axe Leg Combo	⊗, ⬇ + ⊗ (to 6 Level Combo Move ⬇ + ⊗)
Upper Step Leg Combo	➡ + □, ⊗ (to 6 Level Combo Move ⊗)

BEAST MOVES

Tiger Stomp	⬇ + ◎
Heavenís Moon	↙ + ◎
Tiger Tackle	➡, ➡ + ◎
Leaping Spin	⬇ ↘ ➡ + ◎
Death Stomp	⬇ ↙ ⬅ + ◎

BEAST COMBO MOVES

Cross Enlightenment	◎ ◎, ➡ + ◎
Tiger Claw Spin Leg	◎, ⬇ + ◎
Tiger Sun Moon Grip	⬇ + ◎, ⬇ + □
Diamond Shadowless Leg Combo	⬇ ↙ ⬅ + ◎, ◎ ◎, ⬇ ↙ ⬅ + ⊗
Diamond Combo (Yin)	⬇ ↙ ⬅ + ◎ [(⬅ + ◎) X 6 times max.] ➡ + ⊗ (right spin)

ALICE

ALICE

RABBIT

Age : 17
Sex : Female
Nationality : Japanese

Alice grew up deprived of happiness, due to her childhood kidnapping by a secret research institution that conspires to use zoanthropes as weapons. After awakening to her latent powers through being subjected to physical experimentation, she was used as a test subject and given battle training. However, she managed to escape from the institution just before a brainwashing that would have left her as a combat automaton; instead, she succeeded in getting the freedom she had long sought. At first, all she could do was hide herself from her pursuers. As she recovered her composure, she began to worry about a girl who had been sharing the hard lot of the institution and who loves Alice like her sister. Because the girl sacrificed herself by distracting Alice's pursuers during the escape, the girl failed to get away. To save this girl from the enemy, Alice decided to come out of hiding, fight her pursuers and foil the scheme to develop armed zoanthropes.

ALICE BASIC MOVES

Hammer Drop	(when opponent is down) ↓ + □
Rabbit Kneebutt	→, → + ✕
Reverse Frankenstiener	□ + ✕
Scorpion Kick	↓ ↘ → + ✕
Somersault Kick	↓ ↙ ← + ✕

ALICE

ALICE COMBO MOVES

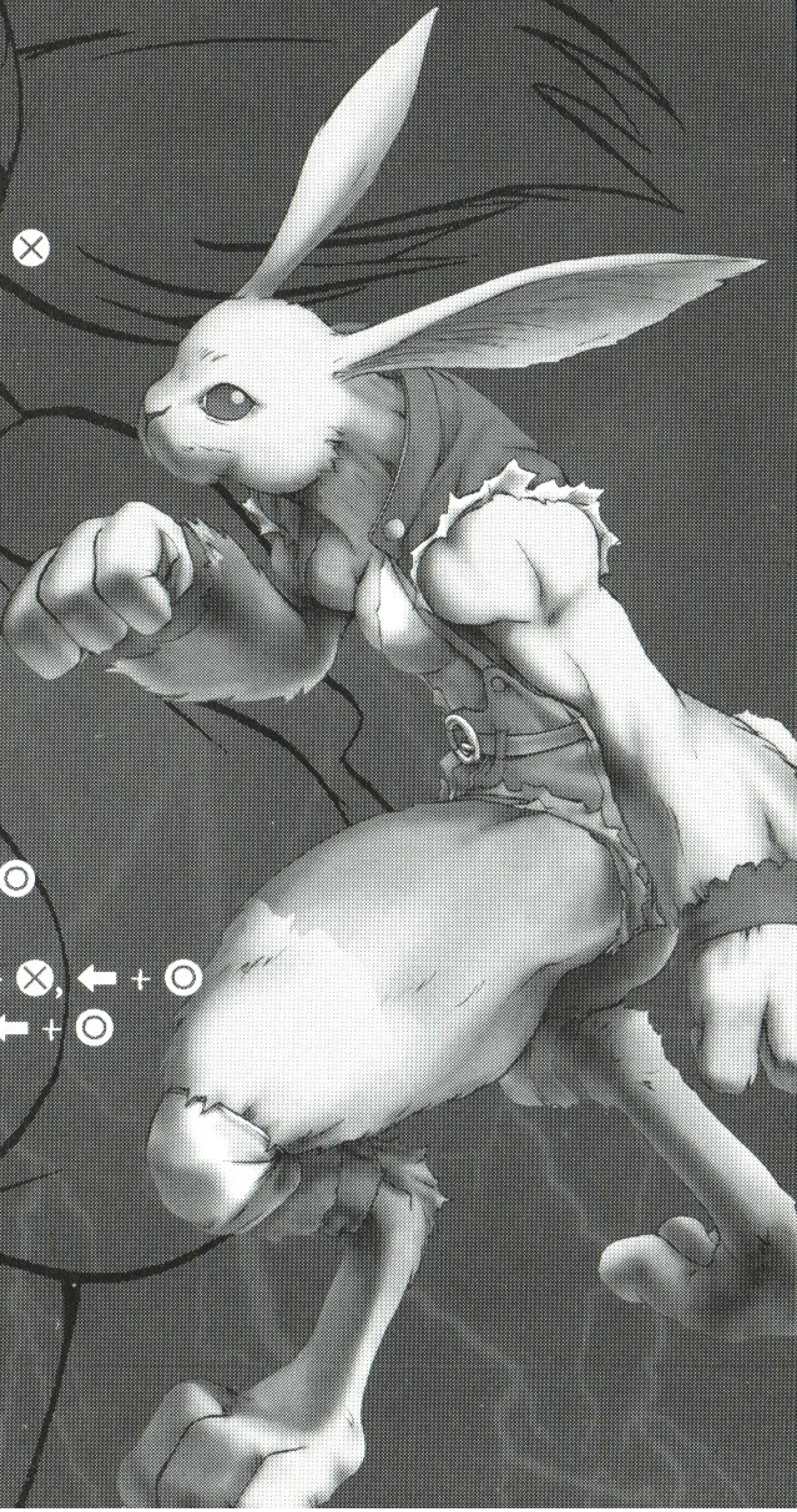
Somersault Rush	□ □ □, ← + ×
Sway Kick Combo	← + □, ×
Middle Rush	↘ + □, □
Heel Edge Combo High	× ×, ← + ×
Double Somersault	↓ ↙ ← + ×, ← + ×

BEAST MOVES

Step Kick	→ + ○
Squat Blitz Punch	↓ + ○
Rising Toe Kick	→, → + ○
Rabbit Flip	↓ ↘ → + ○
Switch Moonsault	↓ ↙ ← + ○

BEAST COMBO MOVES

Rabbit Low Rush	○ ○, ↓ + ×
Middle Rabbit Combo	○ ○ ○, ← + ○
Upper Rabbit Rush	□ □ □, → + □, ○
Body Hook Rabbit Middle Rush	↘ + □, □ ○ ○
Triple Somersault	↓ ↙ ← + ×, ← + ×, ← + ○
Body Hook Rabbit Rush Middle	↘ + □, □ ○ ○ ← + ○



GREG

GREG

Age : 35
Sex : Male
Nationality : American

GORILLA

Greg is a man of great ambition who travels the world to realize his dream. In his youth, he fulfilled his hope of running away to join a circus. A great talent for handling animals gave his fellows confidence in his enthusiasm for circus life. Some time later, he took charge of the circus after the ringmaster retired. But with the rapid changes in the entertainment industry, it became harder to keep drawing audiences. The circus went bankrupt, and its members parted ways.

GREG BASIC MOVES

Maximum Knuckle	→ + □
Bone Scratch	(when opponent is down) ↓ + □
Intense Kick	↘ + ⊗
Greg Tornado	↓ ↘ → + □
Guard Splash Kick	↓ ↙ ← + ⊗

GREG COMBO MOVES

Finger Stop Hammer	□ □ □
Nail Drive Combo Low	← + □, ↓ + □
Body Thrust Combo	↘ + □, □
Ultimate Punch Lv.1	↓ ↙ ← + □, ← + □
Double Swan Kick	← + ⊗, ⊗

GREG

BEAST MOVES

Pillar Swing	→ + ○
Trash Bone	→ → + ○
The Greg	(while dashing) ○
Lock Press	(while opponent is down) ↑ + □ or × or ○
Satelite Throw	↓ ↙ ← + ○

BEAST COMBO MOVES

Triple Swing Hip Attack Final	○ ○ ○ ○ ○ ○
Catch Fake Two	↓ ↘ → + ○, ○ ○
Double Swan Kick Hip Attack Second	← + ×, × ○ ○
Ultimate Punch Mirage	↓ ↙ ← + □, ○
Swing Satelite Shoot	→ + ○, ↓ ↙ ← + ○

HANS TAUBEMANN

FOX

Age : 22
Sex : Male
Nationality : English

FOX

Fox's mind is warped and his esthetic sense heightened to the extreme. He is obsessed with beauty and despises ugly things, boasting of his good looks and publicly declaring all else ugly. Abandoned by his parents as a child and raised in the slums, no nastiness was below him in his solitary existence. Thus, in his teens, he grew into a well-known scoundrel. He earned the name of Fox from his wariness, despite his youth, and cruelty in beating up even the very weakest. He works for the Organization in the same unit as Bakuryu. He has made use of the powers awakened by the research Organization and engaged in abominable activities, such as kidnapping and murder.

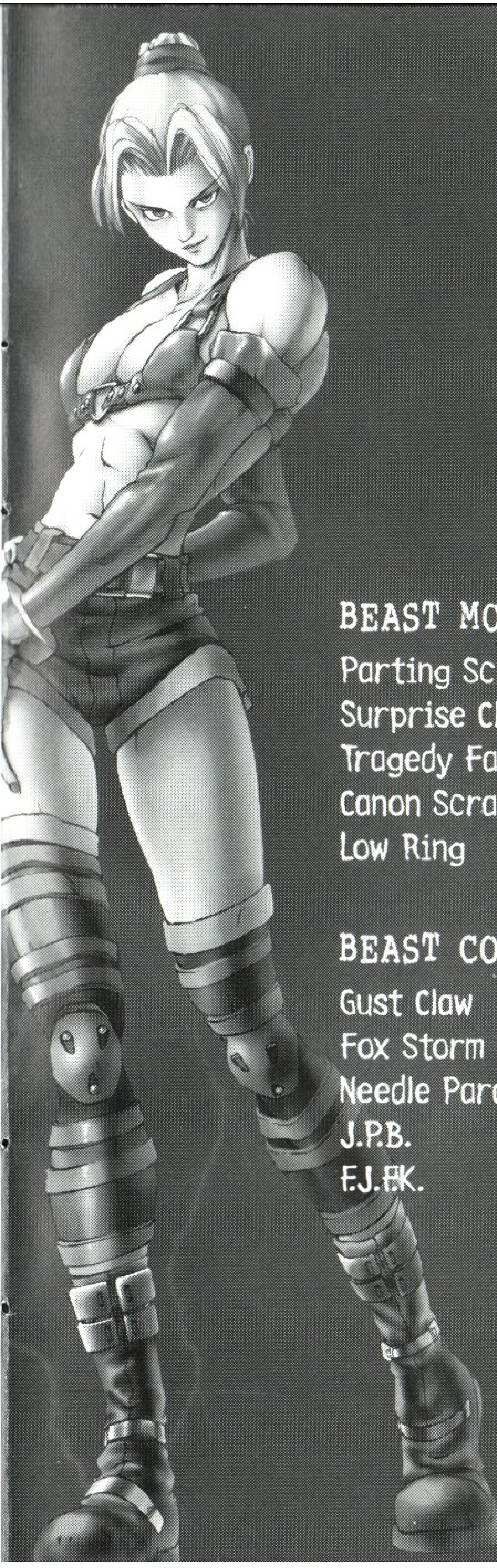
FOX BASIC MOVES

Dangerous Sword	← + ▢
Crazy Lance	→, → + ▢
Judgement Needlework	(when opponent is down) ↓ + ▢
Snapping Flail	↘ + ⊗
Rising Javelin	↓↘ → + ⊗

FOX COMBO MOVES

Needle Finish	▢ ▢ ▢ ▢
Swing Shoulder Reverse	↘ + ▢, ▢
Caprice Blade	← + ⊗, ⊗, ↓ + ⊗
Chicken Back Roll	↖ + ⊗ (may enter up to 4 times)
Hatred Follow Sword	↓↙ ← + ▢, ▢

HANS TAUBEMANN



BEAST MOVES

Parting Scratch	← + ○
Surprise Claw	→, → + ○
Tragedy Fang	□ + ×
Canon Scratch	↓↘→ + ○
Low Ring	↓↙← + ○

BEAST COMBO MOVES

Gust Claw	○○○
Fox Storm Special	○○○○, ↑ + ×
Needle Paradise	□□○○
J.P.B.	↓↙← + ○, ○
F.J.F.K.	↗ + ×, ↑ + □, ○

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